CLAIMS

1.   An interactive video system comprising:

a representation of physical space, said representation comprising:

a first viewpoint, said first viewpoint including:

a first video clip;

a plurality of views, including a first view and a second

view; and

a navigation tool, said navigation tool providing for a first transition from said first view to said second view, wherein said first transition is said first video clip.

2.   The system of claim 1, wherein said representation of physical space is displayed on a terminal connected to a computer network.

3.   The system of claim 2, wherein said computer network is the Internet.

4.   The system of claim 1, wherein said representation includes a second viewpoint, said second viewpoint including a second video clip, a third view, and a fourth view, said navigation tool providing for a second transition from said third view to said fourth view, wherein said second transition is said second video clip.

5.   The system of claim 4, wherein said first transition involves and said second transition involve motion in substantially perpendicular directions.

6.   The system of claim 1, wherein said first video clip is not created from still images.

7.   The system of claim 1, wherein said first video clip is captured with a standard video camera from the actual physical space portrayed by said representation.

8.   The system of claim 1, wherein said first viewpoint includes a first viewpoint icon, and wherein said first viewpoint icon identifies the location of said first viewpoint within said representation.

9.   The system of claim 1, wherein said navigation tool provides for a zoom tool, wherein said second view is a zoomed view of said first view, and wherein the transition from said first view to said second view is not performed with a digital zoom.

10.   The system of claim 1, further comprising a compass, wherein said compass indicates the direction of a current view selected by said navigation tool from said plurality of views.

11.   The system of claim 1, further comprising a blueprint, wherein said blueprint is a two-dimensional cross-sectional view of said representation.

12.   The system of claim 11, wherein said blueprint includes a viewpoint icon identifying the location of said viewpoint within said representation.

13.   The system of claim 1, further comprising:
        an object, said object including:
                at least one of an object video clip or an object still image;
                an object location within said representation;
        wherein said navigation tool activates said object video clip from said object location.

14.   The system of claim 13, further comprising a blueprint, wherein said blue print includes an object icon identifying said object location.

15.   The system of claim 1, said navigation tool further providing a pan tool, wherein said second view is a pan view of said first view.

16.   The system of claim 1, said navigation tool further providing a tilt tool, wherein said second view is a tilt view of said second view.

17.   The system of claim 1, said navigation tool further providing a slider tool, wherein said slider selects the location of said second view.

18.   The system of claim 1, further comprising a plurality of video clips and a shoot heuristic, wherein each said video clip is shot using said shoot heuristic.

19.   The system of claim 1, further comprising a plurality of video clips and an import heuristic, wherein each said video clip is imported using said import heuristic.

20.   The system of claim 1, further comprising a plurality of video clips and an encode heuristic, wherein each said video clip is encoded using said encode heuristic.

21.   The system of claim 1, further comprising a plurality of video clips and a mapping heuristic, wherein each said video clip is mapped to said representation in accordance with said mapping heuristic.

22.   The system of claim 1, further comprising a plurality of viewpoints and a plurality of objects.

23.   The system of claim 1, further comprising a label describing a current view.

24.   The system of claim 1, further comprising an information button, wherein invocation of said information button selectively accesses a narrative from a plurality of narratives depending on a current view.

25.   The system of claim 1, further comprising a browser, said browser including a navigation tool interface for interacting with said navigation tool and a display for viewing said representation.

26.   The system of claim 24, wherein said browser is a platform independent browser.

27.   The system of claim 24, wherein said browser is not supported by a high-speed connection.

28.   The system of claim 1, wherein said video clip does not include a distorted image, a digital zoom, or an image-stitching technology.

29.   The system of claim 1, wherein said system interfaces with a consumer media player application.

30.   The system of claim 1, further comprising a file storing said representation, wherein said file is no greater than 10% of the size of an initial .avi file used to create said file.

31.   The system of claim 1, a click tool, an active clickable area, and a scripted behavior wherein said representation includes said active clickable area, wherein said system provides for the invocation of said scripted behavior at said active clickable area through the use of said click tool.

32.   The system of claim 1, further comprising a configuration heuristic, a frame rate, a bit rate, and a compression factor, wherein said configuration heuristic is invoked to automatically determine said frame rate, said bit rate, and said compression factor, and wherein said representation is stored in accordance with said frame rate, bit rate, and compression factor.

33.   The system of claim 1, further comprising a plurality of ancillary content items, wherein said system selectively invoking said content items based on a current view.

34.   The system of claim 33, wherein said plurality of ancillary content items includes at least one of an audio comment or a price.

35.   An interactive video system, comprising:

a display subsystem, including:

a plurality of views, comprising a first view, a zoom view, a tilt view, and a pan view;

a plurality of video clips, comprising a pan clip, a zoom clip, and a tilt clip, and an object clip;

a plurality of viewpoints, each said viewpoint comprising a subset of said plurality of views, a subset of said plurality of video clips, a viewpoint location and a viewpoint icon;

a photo-realistic object, said object comprising said object clip, an object location and an object icon;

a photo-realistic representation of physical space, said representation comprising said plurality of viewpoints and said object, wherein said object icon identifies said object location, and wherein said viewpoint icons identify said viewpoints locations for said viewpoints;

a blueprint, wherein said blueprint is a two-dimensional cross-sectional view of said representation, wherein said blueprint includes said viewpoint icon and said object icon; and

a compass, comprising a direction of a current view, wherein said compass indicates said current direction of said current view; and

a navigation subsystem, including:

a zoom tool, wherein said zoom tool provides for the navigation from said first view to said zoom view using said zoom clip;

a tilt tool, wherein said title tool provides for the navigation from said first view to said tilt view using said tilt clip; and

a pan tool, wherein said pan tool provides for the navigation from said first view to said tilt view using said pan clip.

36.   A method for creating an interactive video representation of physical space, comprising:

       defining a viewpoint and an object;

       drawing a cross-sectional blueprint of the representation that includes a viewpoint icon indicating the location of the viewpoint and an object icon indicating the location of the object;

       capturing a video clip with a video camera of the physical space;

       enhancing film characteristics of the captured video clips; and

       embedding the viewpoint, object, and video clip into a file storing the video representation of physical space.